

Imaginings

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ImagINation To Get New Back End



If you have ever lost connection to INN for no apparent reason, the likelihood of it happening again will be virtually eliminated. Soon, you will notice a significant improvement of ImagINation's back-end performance. INN has invested in newer, faster, and more fault-tolerant hardware. Primarily, this improvement will be reflected in how INN responds to room-change requests.

About one year ago, ImagINation senior management tasked the Systems Department with developing a host-complex (the machines and services used to deliver "value-added" services) with the following qualities:

1. The service should be substantially stronger than the existing host-complex. Unexpected conditions on telephone and network delivery mechanisms should be recoverable, or should minimize the effect on our membership. The tracking and serviceability of the new host-complex should allow us to address "point" failures of host-complex machines quickly and easily. Whenever possible, the Operations staff should be able to proactively address an impending network failure, so members are unaware of

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World Chess Quarterfinals Go On-Line at Trump Plaza



NEW YORK — With New York's famed Trump Tower as its stage, The ImagINation Network provided live simulcast of, and co-sponsored, the Intel World Chess Championship Quarterfinals to INN members and world press.

The event featured eight of the world's best players battling for the right to challenge reigning world champion Garry Kasparov at the 1995 Intel World Chess Championship match. Kasparov's last challenger for the championship, Nigel Short of England, top U.S. players Michael Adams and Gata Kramnik, Russians Oleg Romanishin and Sergei Tiviakov, and Indian Viswanathan Anand were among the competitors. (Yes, the players' personae were as accurate as possible.)

Moves from the fourth floor were sent by radio to the atrium of Trump Tower. In the atrium, eight chess masters entered the moves into computers connected to The ImagINation Network. Between moves, the masters provided commentary and analysis to the hundreds of people attending the eight-day tournament.

INN members watched on "mirror" games and moves were posted on the Tournaments Bulletin Board daily. After each day, a live conference was provided from New York for INN members.

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DATED MATERIAL

BULK RATE
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PERMIT NO. 15941
Los Angeles, CA

Poker Players Compete for Pride and Prizes



I have a confession. I'm not a very good poker player. Certainly, this may come a quite a surprise to you since I am a CasinoLand Sysop, and poker is the flagship game of CasinoLand, but I feel I have to be honest here.

Perhaps a visual aid will help clear up any confusion. If I were involved in a game of strip poker, I would be reduced to my skeletal system before any of the other players so much as unbuttoned their coats.

You're probably saying to yourself right now, "Why are you telling us this?" Well, I want to take this opportunity to report some new and exciting extracurricular activities put in place by some folks here at Imagination. Great segue, eh?

The Class

Let's say you have an interest in learning poker. A good starting point would be ImagineNation Network University's Poker Class. These classes are great if you're just learning the game or you're a seasoned player looking for new techniques and strategies. In any case, you'll come away from the class with a better understanding of poker and, more specifically, how the game is played on ImagineNation.

Poker classes are held every Sunday in the INN University room, located in the Clubhouse, at 1 p.m. and 5 p.m. Pacific Time. The two classes are identical. You may attend either or both without any prior registration. Did I mention these classes are free? They are. All I ask is, in return, you beat the pants off someone with your new-found poker skills. Each class lasts ninety minutes and incorporates various teaching methods.

First, you will meet in the University and are presented with a pre-typed "lec-

ture" lasting about 15 minutes. You can even record the conference to disk in case you want to review it later for some self-inflicted homework. The instructor opens up the floor for questions often. Don't be shy. If you have a question, now is the time to ask. Then it's off to CasinoLand for some hands-on learning.

In CasinoLand, you will have the opportunity to play poker with your classmates. Learn the different variations of poker CasinoLand offers and the specifics of the player interface. The instructor will be there in case you have any additional questions or comments. Congratulations! You have just graduated. It is now time for Phase Two of your rise to the top of High Rollerville.

Bragging Rights: Poker League

You've been through the class, you've seen the movie, you've done your homework and now you're ready to take on some of the finest poker players ImagiNation has to offer. How can you be assured of always getting a seat at some hot tables? Easy, join the CasinoLand Poker League.

The Poker League is different from the Poker Tournament in that there are no prizes. All you get in return for your winning skills is the right to razz the losers unmercifully.

To best explain the purpose of the Poker League, I will quote a line from the league information sheet: "The CasinoLand Poker League was designed as a forum for serious players who enjoy playing poker on ImagiNation to get together in an organized manner without the rigid time constraints of a tournament." A truly revolutionary concept, wouldn't you agree?

You'll also get a sense of camaraderie in the League, not to mention the possibility of meeting new friends from all over the country. All related information is posted on the Poker League Bulletin Board in the Go-Checkers room.

Players are assigned matches weekly.

but you can play at your discretion. To make it easier, a default time of Sunday nights at 6 p.m. PT is set in Polite Place. A match consists of 20 hands. If you're pressed for time, split your match into two or more sittings. After eight weeks, a league winner is crowned and a new league will be formed. Get a detailed list of the rules and regulations from League Director, RoyalFlush, at Box 959. After honing your poker skills in the league, you're ready for Phase Three.

Prizes, Prizes, Prizes: Poker Tournament

If you thought the action was hot in the Poker League, you ain't seen nothin' yet! This is the official ImagiNation Poker Tournament. It is a set-time tournament and takes place at 7 p.m. PT every Thursday night. Not only do you get bragging rights, you will win a free Sierra-On Line game if you manage to scratch and claw your way to the top.

Getting registered is easy. You may post a note to RoyalFlush on the Poker Tourney Bulletin Board in the Tournaments room, located in the Clubhouse, or write to RoyalFlush at Box 959. In return, you will receive the official, patented rules and regulations listing. This list explains everything you need to know to register and play. However, a



Neither Seven Card Stud nor Five Card Draw will faze your CasinoLand poker face.

word of warning - only the best of the best can survive this war of wit and luck. Good thing you took the class, huh?

So, there you have it. Everything you need to know to be a CasinoLand poker professional. As for my lack of poker finesse, I have every intention of attending the class and becoming a better player. Who knows? I just may get good enough to win a few hands someday.

Red Baron Squadrons Are



demonstrating dogfight exteriority



Piloting planes from the World War I era is a very enjoyable and exciting part of INN. Most Red Baron pilots belong to clubs or teams, commonly referred to as "squadrons." Squadrons provide wonderful opportunities for "team play" and camaraderie. Some squads require qualifying tryouts, others you simply join.

Most squad members identify themselves by placing the squad's initials in front or behind their name. "I am often asked what the BK stands for" explains BKMcCloud. "It stands for Blue Knights, my squadron."

There are many reasons to join a squadron. Squadrons keep you informed of Red Baron events such as tournaments. Some squadrons even publish newsletters and others have organized flying classes for new members. Most squadrons have regular meetings. Novice pilots can learn advanced flying techniques from the seasoned flyers in their squadron. This is especially true when novice and advanced pilots are paired against other squadrons in formal competition. Best of all, squadrons are a great way to make new friends.

Red Baron tournaments are varied. Each has a different set of parameters such as duration, frequency, ammunition, plane type and number of lives. Some require squadron membership, others are open to unaffiliated flyers.

An example of a monthly tournament is the Sky Wars Tournament. Squads are randomly placed on opposing sides by the organizer and approved by the Sky

War Council. The Council records kills, gives medals and makes sure everything runs smoothly. This is a very technical, yet rewarding tournament.

Like Sky Wars, the Red Baron Wars also have a council. Both tournaments are fast-paced and add realism to the game. To participate

The following is a partial list of active Red Baron Squadrons.

ALW	Aces of Luftwaffe	ALWaseAce	73432
BK	Blue Knights	BKMalice	22916
DD	Dorsal Dragons	Kensei	24504
FT	Flying Tigers	FokkerIT	30295
HB	Heils Bandits	HBLoeWolfe	93346
LC	Les Gigognes	LGLawker	20506
NB	Nasti's Boyz	NastINB	42112
NCT	Naked Crisco Twisters	NCTCupCake	65227
FS	PigStompers	PSBobo	1402
SBP	Satan Bi Plane	SBPdead	60728
WPT	Women's Flying Team	WPTJenni	16631
WM	Widow Makers	SkylordWM	36123
WW	Wing Walkers	WWAce	49995

in Sky Wars or Red Baron Wars you must be in a squad. Your squad then must be signed up to fly in that Sky War or Red Baron War.

During these wars, if you achieve 14 kills without being killed, you receive great honors. If you die, your kill tally starts again.

Another variety of competition on INN is the Red Baron Ladder. The ladder, organized by WPTJenni, is ongoing and consists of as many as 90 pilots. You don't have to be in a squad to participate and you may challenge people up to three rungs above you. The challenger picks the planes, amount of ammunition and other options. The competing pilots switch planes after the first match. You must have four kills to win a rung on the ladder.

When asked why he likes the Ladder, BKHavoc responded, "Because it makes me have to fly people every few days, and most are great competition."

Currently in its final stages, is NCT's Spartan's Top Gun Tourney. This tourney is set up like the ladder except specific planes are designated. It is set up in pyramid-style, like the NCAA College Basketball Tourney, in that pilots trying to make it to the final four. Each pilot has to have a total of five kills to win.

The King of the Mountain Tourney, or KOM4, is a recurring competition. WWRic and



BKBanza! are the organizers of the fourth installment of the KOM Tourney. You must be chosen from your squad to fly in King of the Mountain. Two single pilots and one doubles

team are chosen by each squad to represent them in this prestigious event.

Each squad advances as a team. No pilot can fly both singles and doubles matches in a given round. The winner of the tourney is determined by attrition. Each week, squads are eliminated until a King of the Mountain squad is crowned. Started by BKRisp, it's one of the oldest Red Baron tourneys.

If you're into flight simulators, Red Baron tournaments can greatly enhance the excitement and friendly competition, so much a part of the INN experience. They make the game more



exciting and go far in determining the best on-line pilots. You can read about all the tournaments on the Pilots Lounge Bulletin Boards in the Clubhouse. While you are there, you can also read about and talk to the many squadrons represented on INN.

Imaginnings

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Wednesday
3 pm **7th Floor**
GO-CHECKERS
(SaskTel 84605)

Thursday
6 pm **WINNIEGO Info Conference**
SINGLES CLUB
(conference + 223271)

12 pm **Archery at Undergrowth**
TOURNAMENTS
(Winnipeg 18995)

Red Baron Squads

Sunday
3 pm **GH Squads Operations**
PILOTS LOUNGE
(SaskTel 21598)

4 pm **Wing Whiter Squad**
PILOTS LOUNGE
(Winnipeg 12343)

5 pm **Hot Air Free**
TEAM SCENE
(Winnipeg 88367)

KD Squads
PILOTS LOUNGE
(SaskTel 71594)

Flying Witches Squads
PILOTS LOUNGE
(Winnipeg 75232)

6 pm **Les Clappers Squads**
HELP ROOM (2nd flr)
(LCH 22006)

See How
PILOTS LOUNGE
(SaskTel 58214)

8 pm **Squidgy Squads**
PILOTS LOUNGE
(Winnipeg 34444)

Red Squad
BACKGAMMON DEN
(Winnipeg 71155)

Monday
7 pm **Animal Abuse Squad**
HELP ROOM (2nd flr)
(SaskTel 18954)

8 pm **Red Baron Squads**
PILOTS LOUNGE
(Winnipeg + 22916)

Thursday
4 pm **Red Baron Squads**
PILOTS LOUNGE
(Winnipeg 50298)

5 pm **AC Squads**
GO-CHECKERS
(Winnipeg 92443)

7 pm **WTF Squads**
PILOTS LOUNGE
(Winnipeg 12615)

11 pm **Chelena Flyers**
PILOTS LOUNGE
(Winnipeg 11351)

Wednesday
6 pm **Rolling Thunder Squad**
HEARTS CLUB
(Winnipeg 50258)

7 pm **Letter Reading Squad**
PILOTS LOUNGE
(Winnipeg 198114)

8 pm **Red Baron Squad**
PILOTS LOUNGE
(Winnipeg 16785)

9 pm **Am Warriors Squad**
PILOTS LOUNGE
(Winnipeg 73413)

Thursday
5 pm **Flying Polka Squad**
GO-CHECKERS
(SaskTel 26285)

7 pm **Red Baron Squads**
PILOTS LOUNGE
(Winnipeg 74332)

Red Baron Squads
PILOTS LOUNGE
(Winnipeg 74332)

7 pm **Red Knight Squad**
HEARTS CLUB
(Winnipeg 58734)

Saturday
3 pm **How's Your Squad**
HEARTS CLUB
(Winnipeg 70254)

10 am **Killer Squads**
GO-CHECKERS
(Winnipeg 35933)

5 pm **Open Fighters Squad**
SPACES TOO
(Winnipeg 70248)

7 pm **Black Widows Squads**
BOARD ROOM
(Winnipeg 12515)

USS Galaxy
RPG ZONE
(SaskTel 53015)

AEAD Dark Sun II
TOURNAMENTS
(Winnipeg 8234)

Thursday
OPEN **Red Dragon Inn**
RPG ZONE

3 pm **Magik: The Gathering**
RPG ZONE

4 pm **Threats and Vampires**
MYSTIC PORTAL
(Winnipeg 72817)

4 pm **BOARD ROOM**
BOARD ROOM
(Winnipeg 78277)

Under the weather? You may Ask
The Doctor medical questions every
Monday in Tournaments at 6 p.m.

Religious & Spiritual

Sunday
1 pm **People and Miracles**
PILOTS LOUNGE
(SaskTel 31543)

5 pm **White Spirit and Occultism**
BOARD ROOM
(Winnipeg 65521)

8 pm **Metaphysical Conference**
MAILED LIFE
(Winnipeg 56498)

Saturday
5 pm **Creation Viewpoints**
TREC HOUSE
(SaskTel 10033)

7 pm **Creation Conference**
SANDY ROOM
(SaskTel 12418)

Role-Playing Games

Sunday
OPEN **Red Dragon Inn**
RPG ZONE

7 pm **Magik: The Gathering**
RPG ZONE

10 pm **Carpeted Journeys**
ECHOVILLAGE
(Winnipeg 15129)

1 pm **Sunday D & D Game**
RPG ZONE
(Winnipeg 82627)

5 pm **Themed**
BACKGAMMON DEN
(Winnipeg 13366)

7 pm **The Gathering**
MAILED LIFE
(Winnipeg 2648)

7 pm **The Forge**
MYSTIC PORTAL
(Winnipeg 13361)

7 pm **Green Cavern**
TEEN HANGOUT
(Winnipeg 64519)

TORO
SPACES TOO
(Winnipeg 71249)

8 pm **South Square**
MAILED LIFE
(Winnipeg 53527)

Monday
OPEN **Red Dragon Inn**
RPG ZONE

4 pm **Magik: The Gathering**
RPG ZONE

7 pm **SAP Squad**
GO-CHECKERS
(SaskTel 65728)

7 pm **Star Trek RPG**
RPG ZONE
(SaskTel 55048)

7 pm **World of Warcraft**
BOARD ROOM
(Winnipeg 82725)

Wednesday
OPEN **Red Dragon Inn**
RPG ZONE

4 pm **Hitler Squads**
MAILED LIFE
(Winnipeg 71388)

5 pm **AntiTech RPG**
MAILED LIFE
(Winnipeg 78362)

7 pm **Revels**
RPG ZONE
(Winnipeg 58192)

Thursday
OPEN **Red Dragon Inn**
RPG ZONE

6 pm **USS Nebula RPG**
BOARD ROOM
(Winnipeg 82917)

7 pm **World of Warcraft**
BOARD ROOM
(Winnipeg 49439)

Friday
OPEN **Red Dragon Inn**
RPG ZONE

7 pm **Magik: The Gathering**
RPG ZONE

8 pm **SSS Nebula RPG**
BOARD ROOM
(Winnipeg 82917)

9 pm **World of Warcraft**
BOARD ROOM
(Winnipeg 49439)

10 pm **Star Trek RPG**
RPG ZONE
(SaskTel 55048)

11 pm **Star Trek RPG**
RPG ZONE
(SaskTel 55048)

12 pm **Star Trek RPG**
RPG ZONE
(SaskTel 55048)

1 pm **Star Trek RPG**
RPG ZONE
(SaskTel 55048)

2 pm **Star Trek RPG**
RPG ZONE
(SaskTel 55048)

8 pm **PR Assassins RPG**
TEEN HANGOUT
(Winnipeg 11135)

Saturday
OPEN **Red Dragon Inn**
RPG ZONE

7 pm **Magik: The Gathering**
RPG ZONE

8 pm **ADONEX**
TEEN HANGOUT
(Winnipeg 83364)

10 am **Assassins Campaign**
MYSTIC PORTAL
(Winnipeg 78789)

11 am **Star Wars Freeform**
RPG ZONE
(Winnipeg 72373)

1 pm **DragonLance**
TEEN HANGOUT
(Winnipeg 34987)

3 pm **Superheroes**
TEEN HANGOUT
(Winnipeg 83364)

5 pm **Dark Sun RPG**
HEARTS CLUB
(Winnipeg 58192)

7 pm **Amber**
TEEN HANGOUT
(Winnipeg 83364)

8 pm **Dark Sun RPG**
HEARTS CLUB
(Winnipeg 58192)

9 pm **Star Trek RPG**
RPG ZONE
(SaskTel 55048)

10 pm **Star Trek RPG**
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RPG ZONE
(SaskTel 55048)

11 pm **Star Trek RPG**
RPG ZONE
(SaskTel 55048)

7 pm **Villains**
BOARD ROOM
(Winnipeg 49218)

Wednesday
8 pm **Archery**
SPORTS DEN
(SaskTel 83591)

Thursday
5 pm **WFF Freeform**
MAILED LIFE
(Winnipeg 19862)

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Saturday
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MAILED LIFE
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Sports

Sunday
8 pm **Archery**
SPORTS DEN
(SaskTel 83591)

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5 pm **WFF Freeform**
MAILED LIFE
(Winnipeg 19862)

Princess (84036) is planning a
get-together for the Tri-City area of
upstate New York, for Saturday, July 9.
For information on this or other
get-togethers, read the INN
Get-Togethers Bulletin Board
in the INN Help Room.

Bulletin Board Reference

Once you find a bulletin board you're interested in, find out where it is as indicated below (for example, PILOTS LOUNGE, SINGLES SPOT). These are the waiting room names in the clubhouse. Once in the waiting room, to read and post on bulletin boards, click **Go to**, select **Bulletin Board**, and you'll find the boards you want.

Advice & Support

Advice
SINGLES SPOT
TEEN HANGOUT
Breaking Up
SINGLES SPOT
Life in the 90s
SINGLES CLUB
Making Marriage Work
MARRIED LIFE
Meeting People in the 90s
SINGLES CLUB
Parenting
MARRIED LIFE
Romance
SINGLES SPOT
Single's Discussion
INN UNIVERSITY
Single Parents
SINGLES CLUB
Singles
SINGLES SPOT
The Dating Game
SINGLES TOO
Twelve Step Programs
MARRIED LIFE

Animation

Animation
TEEN SCENE
Animation Comments
TEEN SCENE
Japanimation
TREE HOUSE

Backgammon

Backgammon League
BACKGAMMON DEN
80 League Standings
BACKGAMMON DEN
INN 80 Tournaments
BACKGAMMON DEN

Bridge

ACBL Standard Game Card
BRIDGE PARLOR
ACBL Tournaments
BRIDGE PARLOR
Bridge Club Activities
BRIDGE CLUB, BRIDGE PARLOR
Bridge World Standard
BRIDGE CLUB
Conventions and Treatments
BRIDGE CLUB
How You Bid This Hand
BRIDGE CLUB
Kent's Corner
BRIDGE CLUB
Ladder Game Results
BRIDGE PARLOR
Ladder Rounds
BRIDGE PARLOR
Ladder Standings
BRIDGE PARLOR
Partnership Deal
BRIDGE CLUB, BRIDGE PARLOR
Post Tournament Results
BRIDGE CLUB
Shirazi on Bridge
BRIDGE PARLOR
Tournament Info and Winners
BRIDGE CLUB

Tourney and Lesson Sign-ups
BRIDGE CLUB
Tourney Info and Champions
BRIDGE PARLOR

CasinoLand Leagues & Tournaments

Blackjack League
GO-CHECKERS
Poker League
GO-CHECKERS
Poker Tournaments
TOURNAMENTS

Checkers

Checkers League
GO-CHECKERS
INN Checkers Tournaments
GO-CHECKERS

Chess

Chess Chat
CHESS CLUB
Chess Club Administration
CHESS CLUB
Chess Tournaments
CHESS CLUB
Chess Workshops
CHESS CLUB
Great Chess Games
CHESS CLUB
Ladder Rounds
CHESS CLUB
Read Me First
CHESS CLUB
Players List and Standings
CHESS CLUB
Special Events
CHESS CLUB

Collectibles

Collectibles
SPACES TOO
Comic Books
TREE HOUSE

Computer Games & Technology

Arcade Games
TREE HOUSE
Computer Audio
TECH TOWER
Computer Ethics
TECH TOWER
Computer Games
TREE HOUSE
Electronics
TECH TOWER
Flight Sims
PILOTS LOUNGE
Hardware
TECH TOWER
Home Video Games
TREE HOUSE
Language Leap
TRIVIA HAVEN
Programmers' Forum
TECH TOWER
Sierra Games
TREE HOUSE

Software
TECH TOWER
TechToys
TECH TOWER

Entertainment

Classic Rock
SINGLES CLUB
Jim Session
SPACES TOO
Music
HEARTS CLUB
Progressive Rock Music
TEEN HANGOUT
Rap Music
TEEN HANGOUT
Soap Operas
MARRIED LIFE
Star Trek
RPG ZONE
Television
SINGLES CLUB

Eucire

Eucire Ladder
EUCIREVILLE
Eucire Tournaments
EUCIREVILLE

Go

Go General
GO-CHECKERS
Go Players List
GO-CHECKERS
Go Rules
GO-CHECKERS
Go Tournaments
GO-CHECKERS

Hearts

Hearts Strategies
HEARTS CLUB
Hearts Try Rules and Matches
HEARTS CLUB
Hearts Club
HEARTS CLUB
Try Sign-ups and Results
HEARTS CLUB

Home Life

Budget Ideas
MARRIED LIFE
Family Values
MARRIED LIFE
Investments
SPACES TOO
Pets
SPACES PLACE
Recipes
HEARTS CLUB

In Air Clubhouse Rooms

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and unaffected by potential problems affecting the INN experience.

2. Because of the explosive growth and popularity of INN, the host-complex must provide uniform access to a variety of network-service providers (for example: Sprint and AT&T). The availability of dial-up modems must be maintained at a

GOAL: A faster, more diverse, flexible and error-resistant service to our members.

high level. Access from the different providers must be integrated. Members accessing INN from different providers could be in the same Waiting Room, or in the same Red Baron game. In addition, INN must be strategically positioned to take advantage of "information super-highway" access - access that implies the information-carrying capacity of cable-television (or even greater).

3. The host complex must be capable of supporting millions of INN members. This implies hundreds of thousands of members on-line simultaneously. Essentially, this was a directive to "do it once, do it right, and then you won't have to do it again. Oh, and do it inexpensively." This translated to "start small, but design it in such a way as to get

REALLY big (i.e. the systems needed to be extremely scalable)."

In order to accomplish the design goals of INN management, a totally re-architected, re-written host complex would need to be implemented. The first step in this implementation was the selection of a new network topology (the way in which the machines of the network are interconnected). This step was necessary in order to meet design-goals (2) and (3), above. The old topology and the new topology differ in one very important way: there are now two tiers of machines supporting the host-complex. Instead of only one.

The original INN host-complex was comprised of a single tier of IBM PC-clones connected via Ethernet wiring with a practical "transfer limit" limit of only 10 million bits per second. When several of these machines contend for the same physical wire, this "transfer limit" can easily be degraded to between three and five million bits per second. The new topology is connected using a high-speed fiber-optic network running at nearly 100 million bits per second!

Separating the complex into dual tiers allows the access-dependent functions of INN (functions concerned with physical connection to a service provider) to be separated from the network-application functions (chatting, waiting rooms, conferencing, e-mail, et cetera). In this way, members playing from disparate

provider-networks can play in the same waiting and game rooms. Another ramification of this topology is moving from room to room within INN will now be very, very fast. This change in speed will be one of the most noticeable indications of the new back-end.

The second step in the redesign of the INN host-complex involved a movement from the DOS operating-system running on a PC-clone computer to the Unix operating system running on RISC-based multi-processor machines. This step will allow INN to fulfill design goal (1), above, and to scale the size of the host-complex to a reasonable number of machines.

Through the new back-end technologies described above, INN hopes to

The likelihood of losing connection will be virtually eliminated.

deliver a faster, more diverse, flexible and error-resistant service to our members.

Matt George, Director of Systems Technology, oversees the Hosts, servers, communication and sub-systems. - Ed.

Show Us Your Stuff!

There are actually people out there who think they're smarter than you. It's true! Well now you can show off nationally with INN's version 2.3 NTN Trivia and prove who is who once and for all. Order version 2.3 in The INN Mall, or call 1-800-IMAGIN-1 for details.

IMAGINATION!

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ANSWERS: 5 7 0 7 0 0 1 0 0 2 1 0 0

Trivia Point

WHICH MYTHICAL CREATURE PERIODICALLY BURNED ITSELF UP AND THEN AROSE FROM ITS OWN ASHES?

1 OF 15

- 1 MEDUSA
- 2 PHOENIX
- 3 CYCLOPS
- 4 MINOTAUR
- 5 PEGASUS

HINTS

Trivia Point

16TH-CENTURY ENGLISH SCIENTIST WILLIAM GILBERT COINED THIS FAMILIAR WORD:

2 OF 15

- 1 AUTOMOBILE
- 2 BOTANY
- 3 HURRICANE
- 4 ELECTRICITY
- 5 GLACIER

HINTS

Trivia Point

THE OPOSSUM IS THE ONLY:

3 OF 15

- 1 NOCTURNAL MAMMAL
- 2 NORTH AMERICAN MAMMAL
- 3 ROBERT THAT LAYS EGGS
- 4 RELATIVE OF PRAIRIE DOGS
- 5 WARM-BLOODED REPTILE

HINTS

Trivia Point

WHAT WERE 'HAIRY BANKNOTES' TO AMERICAN FRONTIERSMEN?

4 OF 15

- 1 INDIAN SCALPS
- 2 BUFFALO
- 3 PACKHORSES
- 4 MOGASINS
- 5 BELTS

HINTS

The Imagination Crossword Challenge

ACROSS

- 1 A game to puzzle around with
- 5 Steve opponent's bluffs in this
- 14 2000 pounds
- 15 In the direction of
- 17 To assist or pull
- 18 Fourth cult of Islam
- 20 Where Red Horse pilots bring out
- 21 Something you will find in
- 22 Go here to locate friends
- 23 Quanta's wild without a winner
- 24 One the Chevrolet Corporation
- 27 Tact
- 28 A Red Baron flyer
- 31 An interjection
- 32 Euthy
- 33 To toast
- 34 Add
- 35 Ancient Chinese game now popular
- 36 In NW
- 37 Second Internet Group (abbr.)
- 38 A place in where adventure is
- 39 A place for date strings
- 40 Series as 31 and 34
- 41 Negative
- 42 Young child
- 43 The unit in Quaker's chili sauce NW
- 44 Low clouds
- 45 Masculine agent, teacher of
- 46 Sarcasm
- 47 One of the wonderful things about
- 48 NW
- 49 Boss or hirable
- 50 Negative
- 51 To move slowly and silently
- 52 Random access memory (abbr.)
- 53 The premier on-line entertainment
- 54 Network
- 55 Map
- 56 A house of effort direction
- 57 To fly after wearing a top pocket
- 58 hand in Casablanca
- 59 Popular card game on NW
- 60 Risk operating system (abbr.)
- 61 Play against the house in this
- 62 Casino game
- 63 Oh, hi, hi, hi

- 75 Type of hard drive interface (abbr.)
- 76 Many flat job
- 77 Most frequent word used in this
- 78 Having plenty of Casablanca for
- 79 Jerry Lewis and large
- 80 petaloid ads
- 81 Rejected say that brings cancer
- 82 to beginning
- 83 A mouse skin on this
- 84 Fan-filled competition in NW
- 85 Heismann (abbr.)
- 86 Steel
- 87 Referring to the spoken word
- 88 Four-person card game in the
- 89 Clubhouse
- 90 A now-popular card game on NW
- 91 To wear or choose
- 92 South note of musical scale
- 93 They watch our reactions (abbr.)
- 94 Represents Microsoft and the
- 95 MMS
- 96 Best guide on in NW tournament
- 97 leader
- 98 A chess
- 99 Two-person card game in
- 100 Clubhouse
- 101 River in Western Sahara
- 102 Lot of choices
- 103 Involvement of
- 104 It will be the world's fastest computer
- 105 group (abbr.)
- 106 Slap for a badge
- 107 Computer language (abbr.)
- 108 Care
- 109 In a position above, but is contact
- 110 with

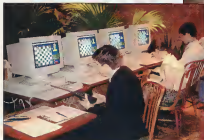
DOWN

- 1 NW is viewed here
- 2 English playwright
- 3 Identification (abbr.)
- 4 Home of the Imp Network
- 5 To cut (pt)
- 6 Pop in where meetings are held
- 7 African antelope
- 8 Where Red Baron Pilots fly
- 9 Madonna (abbr.)
- 10 Negative (abbr.)
- 11 Negative (abbr.)
- 12 Spill or Club
- 13 Type of oak



CHESS from page 1

As a service to the Professional Chess Association, the Imagination Network matches were "watched" and recorded from the press room located on the 15th floor. Moves were transmitted by facsimile to more than 80 news media outlets in 10 countries.



"The Professional Chess Association was very pleased to have the Imagination Network participate in this historic event," said Bob Rice, commis-



▲ New York INN member Mark S. Marks checks out the action.

▲ Chess masters entered the moves for the world to see.

sioner of the PCA. "We're taking chess into the 21st century using technological advances from an innovator like The Imagination Network."

Look for the quarterfinal results in either the Tournament Room's PCA Bulletin Board or in the Chess Club.

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IMAGINATION!

To join the Imagination Network call 1-800-IMAGIN-1. For Imagination business, please write to INN box 915 or call Rick Beardsley at 415-548-2525.

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